

I CLAIM:

1. A method of playing a poker game comprising:

- a. placing an initial wager on the value of a poker hand to be dealt;
- b. providing five positions for placement of cards in a hand;
- c. randomizing a card deck for dealing cards into the hand;
- d. dealing three cards into the hand;
- e. placing another wager on the value of the hand as a prerequisite for dealing a fourth card into the hand, or discontinuing play of the hand, thereby forfeiting the initial wager;
- f. if another wager has been placed, dealing a fourth card into the hand from the randomized deck;
- g. placing a further wager on the value of the hand as a prerequisite for dealing a fifth card into the hand, or discontinuing play of the hand, thereby forfeiting the previous wagers;
- h. if the further wager has been placed, dealing a fifth card into the hand from the randomized deck; then
- i. holding or discarding each card in the hand;

- j. dealing cards from the randomized deck to replace all discarded cards in the hand;
- k. determining the value of the hand; and
- l. paying to or receiving the value of the hand in accordance with predetermined payoff amounts.

5

2. The method of claim 1 played using an electronic game machine providing card images.

3. An electronic game comprising:

- a. a display screen providing positions for placement of cards in a five-card poker hand;
- b. a processor programmed to provide images of a poker hand layout comprising vacant card positions and card images operably connected to the display screen;
- c. input means for inputting into the processor a wager on a poker hand to be displayed on the screen, and storing the amount of the wager in memory in the processor;
- d. a randomizer in the processor for randomizing the order of presentation to the screen of images corresponding to cards from a deck of cards;

10

15

5

10

15

20

- e. an initial deal activator responsive to input of the wager to activate display of card images on the screen corresponding to dealing an initial three cards into the hand;
- f. display means for displaying indicia for wagering or stopping play associated with the vacant fourth and fifth card positions for the hand;
- g. input means associated with the fourth card position for inputting into the processor a second wager to be displayed on the screen, and storing the amount of the wager in memory in the processor;
- h. input means associated with the fourth card position for inputting into the processor a stop signal to stop play of the game;
- i. display means responsive to input of the stop signal associated with the fourth card position to indicate that the game is over, and optionally that the previous wager has been forfeited;
- j. deal activator means responsive to input of the second wager to activate display of a card image from the randomized deck in the fourth card position for the hand;
- k. input means associated with the fifth card position for inputting into the processor a third wager to be displayed on the screen, and storing the amount of the wager in memory in the processor;
- l. input means associated with the fifth card position for inputting into the processor a stop signal to stop play of the game;

- m. display means responsive to input of the stop signal associated with the fifth card position to indicate that the game is over, and optionally that the previous wagers have been forfeited;
- n. deal activator means responsive to input of the third wager to activate display of a card image from the randomized deck in the fifth card position for the hand;
- o. input means for providing operator signals to the processor corresponding to holding or discarding each card dealt into the hand;
- p. completion deal means in the processor capable of determining when all cards in the hand have been held or have been discarded, comprising a completion deal algorithm for dealing cards from the randomized deck in a preset pattern to fill in all remaining available positions and complete the poker hand;
- q. a calculator in the processor for determining the value of the poker hand; and
- r. a display operably connected to the calculator to display a payoff or forfeited amount.

4. The electronic game of claim 3 also comprising calculator means for calculating a running total of current wagers and the amount available for future wagers.

5. The electronic game of claim 3 also comprising audible means for indicating wins and losses.

6. A method of simultaneously playing two poker games, in which play of cards in a second game is optionally dependent on play of cards in a first hand, the method comprising:

- a. placing an initial wager on the value of a first poker hand to be dealt;
- b. placing a second wager on the value of a second poker hand to be dealt;
- c. providing five positions for placement of cards in each hand;
- c. randomizing a card deck for dealing cards into the first hand;
- d. dealing three cards into the first hand;
- e. duplicating the three cards dealt into the first hand into the second hand from a second deck and randomizing the second deck; or randomizing the second deck and dealing three cards from the second deck into the second hand;
- f. placing an additional wager on the value of the first hand as a prerequisite for dealing a fourth card into the first hand, or discontinuing play of the first hand, thereby forfeiting the initial wager on the first hand;



- o. if play of the first hand has not been discontinued, dealing cards from the first randomized deck to replace all discarded cards in the first hand;
- p. if play of the second hand has not been discontinued, dealing cards from the second randomized deck to replace all discarded cards in the second hand;
- q. determining the value of any hands still being played; and
- r. paying to or receiving the value of the hand(s) in accordance with predetermined payoff amounts.

7. The method of claim 6 played using an electronic game machine providing card images.

8. An electronic game comprising:

- a. a display screen providing positions for placement of cards in two five-card poker hands;
- b. a processor programmed to provide images of poker hand layouts comprising vacant card positions and card images operably connected to the display screen;
- c. input means for inputting into the processor a first wager on a first and second poker hand to be displayed on the screen, and storing the amount of the wagers in memory in the processor;

- d. a randomizer in the processor for randomizing the order of presentation to the screen of images corresponding to cards from a first deck of cards;
- e. an initial deal activator responsive to input of the first wager to activate display of specific card images on the screen corresponding to dealing an initial three cards into the first hand from the first deck;
- f. input means for inputting into the processor a signal to duplicate the initial three cards of the first hand in the second hand;
- g. a randomizer in the processor for randomizing the order of presentation to the screen of images corresponding to cards from a second deck of cards;
- h. input means for inputting into the processor a signal to deal an initial three cards into the second hand from the second deck, which input means are operable only if the processor has not received a signal to duplicate the initial three cards of the first hand in the second hand;
- i. display means responsive to the signal to duplicate the initial three cards of the first hand in the second hand or to the signal to deal an initial three cards into the second hand from the second deck, for displaying the first three cards of the second hand;
- j. display means for displaying indicia for wagering or stopping play associated with the vacant fourth and fifth card positions for each hand;



k. input means associated with the fourth card position of each hand for inputting into the processor a second wager on each hand to be displayed on the screen, and storing the amount of the wager in memory in the processor;

5 l. input means associated with the fourth card position of each hand for inputting into the processor a stop signal to stop play of that hand;

m. display means responsive to input of the stop signal associated with the fourth card position for each hand to indicate that the game is over with respect to that hand, and optionally that the previous wagers on that hand have been forfeited;

n. deal activator means responsive to input of the second wager on each hand to activate display of a card image from the randomized deck in the fourth card position for that hand;

15 o. input means associated with the fifth card position of each hand for inputting into the processor a third wager on each hand to be displayed on the screen, and storing the amount of the wager in memory in the processor;

p. input means associated with the fifth card position of each hand for inputting into the processor a stop signal to stop play of that hand;

20 q. display means responsive to input of the stop signal associated with the fifth card position of each hand to indicate that the game is over with

respect to that hand, and optionally that the previous wagers with respect to that hand have been forfeited;

- 5
- r. deal activator means responsive to input of the third wager on each hand to activate display of a card image from the randomized deck for each hand in the fifth card position for that hand, if no stop signal has previously been received for that hand;
- s. input means for providing operator signals to the processor corresponding to holding or discarding each card dealt into any hand still in play;
- 10
- t. completion deal means in the processor capable of determining when all cards in each hand in play have been held or discarded, comprising a completion deal algorithm for dealing cards from the first randomized deck into the first hand if it is still in play, and for dealing cards from the second randomized deck into the second hand if it is still in play, in a preset pattern to fill in all remaining available positions and complete any poker hand still in play;
- 15
- u. a calculator in the processor for determining the value of any poker hand still in play; and
- v. a display operably connected to the calculator to display a payoff or forfeited amount.
- 20

9. The electronic game of claim 8 also comprising calculator means for calculating a running total of current wagers and the amount available for future wagers.
10. The electronic game of claim 8 also comprising audible means for indicating wins and losses.
11. A method of playing a poker game comprising:
- a. providing positions for placement of cards in a plurality of poker hands;
  - b. placing a wager on each poker hand or on the aggregate of the plurality of poker hands;
  - c. randomizing a card deck;
  - d. dealing an initial three to seven cards into a first hand from the randomized deck;
  - e. holding or discarding cards dealt into the first hand, and moving discarded cards into positions provided for one more additional five-card hands;
  - f. when all cards in the first hand have been held or have been moved into the additional hands, dealing cards from the randomized deck in a preset pattern to fill in all remaining available positions and complete the poker hands;

- g. determining the value of each poker hand; and
- h. paying to or receiving from the player the value of each poker hand in accordance with predetermined payoff amounts.

12. The method of claim 11 played using an electronic game machine providing card images.

13. The method of claim 11 played using three hands.

14. The method of claim 11 played using five hands.

15. The method of claim 11 wherein five cards are initially dealt.

16. The method of claim 11 wherein three cards are initially dealt.

17. The method of claim 11 comprising also determining the poker hand value of secondary hands formed of selected combinations of cards in the plurality of hands and paying or receiving from the player values calculated from the secondary hands.

18. A method of playing a card game comprising:

- a. providing positions for placement of at least three poker hands of five cards each, a first hand, a second hand, and a third hand, an optional fourth hand, and an optional fifth hand;
- b. making a wager on the value of the poker hands;

5

- c. initially dealing at least three cards of the first hand from a single deck into at least the first three positions of the first hand;
- d. holding the card dealt into the first position of the first hand or moving it to the first position of the second, third, or subsequent hand;
- e. holding the card dealt into the second position of the first hand or moving it to the second position of the second, third or subsequent hand;
- f. holding the card dealt into the third position of the first hand or moving it to the third position of the second, third, or subsequent hands;
- g. holding the card, if any, dealt into the fourth position of the first hand or moving it to the fourth position of the second, third or subsequent hands;
- h. in sequence, holding the cards, if any, dealt into the fifth or subsequent positions of the first hand, or moving it into the corresponding position of the second, third or subsequent hands;
- i. dealing cards from the deck into the remaining vacant positions of the first, second, third and subsequent hands;
- j. determining the poker hand ranking of the resulting hands; and
- k. paying or deducting from a player's account a preset amount determined by the poker hand rankings.

10

15

19. The method of claim 18 in which three cards of the first hand are initially dealt in step c.
20. The method of claim 18 in which five cards of the first hand are initially dealt in step c.
- 5 21. The method of claim 18 in which positions are provided for five poker hands.
22. The method of claim 18 in which secondary poker hands are compiled using cards in preselected positions of the hands.
23. The method of claim 18 in which positions are provided for three hands of five cards each, and the secondary hands are made up of one or more combinations of preselected positions selected from the group consisting of:  
  
Combination 1: Second hand, positions 1, 3 and 5, First hand, positions 2 and 4;  
  
Combination 2: Second hand, positions 1 and 5, First hand, positions 2 and 4, third hand, position 3;  
  
15 Combination 3: Second hand, positions 2 and 4, First hand, positions 1, 3 and 5;  
  
Combination 4: Second hand, position 3, First hand, positions 2 and 4, Third hand, positions 1 and 5;

Combination 5: First hand, positions 1, 3 and 5, Third hand positions 2 and 4;  
and

Combination 6: First hand, positions 2 and 4, Third hand, positions 1, 3 and 5.

24. The method of claim 18 wherein the positions and cards are in the form of  
images on the screen of an electronic game device.
25. An electronic game comprising:
- a. a display screen providing positions for placement of cards in a plurality  
of poker hands;
  - b. a processor programmed to provide images of a poker hand layout  
comprising vacant card positions and card images operably connected to  
the display screen;
  - c. input means for inputting into the processor a start signal and/or a wager  
on each of or on the aggregate of the plurality of poker hands and storing  
the amount of any wager in memory in the processor;
  - d. a randomizer in the processor for randomizing the order of presentation  
to the screen of images corresponding to cards from a single card deck;
  - e. an initial deal activator responsive to input of the wager or start signal to  
activate display of specific card images on the screen corresponding to  
dealing an initial three to seven cards into a first hand from the deck;

- f. input means for providing operator signals to the processor corresponding to holding or discarding each card dealt into the first hand and moving the discarded card into a position provided for cards of one or more additional five-card hands, and display means operably connected thereto for displaying the results of the signals on the screen;
- g. completion deal means in the processor capable of determining when all cards in the first hand have been held or have been moved into the additional hands, comprising a completion deal algorithm for dealing cards from the randomized deck in a preset pattern to fill in all remaining available positions and complete the poker hands;
- h. a calculator in the processor for determining the value of the poker hands; and
- i. a display operably connected to the calculator to display a payoff amount.

26. The electronic game of claim 25 comprising means in the processor for adjusting the payoff amounts and displays thereof.